

The HistoryData objects are generated by the manager service 38 or other functionality in the SAN manager based on a component's prior status and its current condition as reported by discover engine 40 (which, in turn, is based on information contained in the scans the discover engine receives from the agents). Thus, for example, an object whose prior status was "broken" and which is reported by the discover engine as being "new" is assigned a status of "suspect" in a corresponding history object. More particularly, in one embodiment, the status of components as reflected by HistoryData objects is determined in accord with the following table:

Current State	Reported Condition	Resulting State
Normal	Normal	Normal
Normal	New	Not Valid
Normal	Missing	Missing
Normal	Off-line	Offline
Normal	Broken	Broken
Normal	Attribute Changed	Attribute Changed
Normal	Needs Attention	Needs Attention
Normal	Moved	Moved
New	Normal	New
New	New	New
New	Missing	Missing
New	Off-line	Offline
New	Broken	Broken
New	Attribute Changed	Attribute Changed

<b>Current State</b>	<b>Reported Condition</b>	<b>Resulting State</b>
New	Needs Attention	Needs Attention
New	Moved	Moved
Missing	Normal	Suspect
Missing	New	New
Missing	Missing	Missing
Missing	Off-line	Offline
Missing	Broken	Broken
Missing	Attribute Changed	Attribute Changed
Missing	Needs Attention	Needs Attention
Missing	Moved	Moved
Off-line	Normal	Suspect
Off-line	New	Not Valid
Off-line	Missing	Missing
Off-line	Off-line	Offline
Off-line	Broken	Broken
Off-line	Attribute Changed	Attribute Changed
Off-line	Needs Attention	Needs Attention
Off-line	Moved	Moved
Broken	Normal	Suspect
Broken	New	Suspect
Broken	Missing	Missing
Broken	Offline	Offline

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<b>Current State</b>	<b>Reported Condition</b>	<b>Resulting State</b>
Broken	Broken	Broken
Broken	Attribute Changed	Attribute Changed
Broken	Needs Attention	Needs Attention
Broken	Moved	Moved
Attribute Changed	Normal	Attribute Changed
Attribute Changed	New	Not Valid
Attribute Changed	Missing	Missing
Attribute Changed	Off-line	Offline
Attribute Changed	Broken	Broken
Attribute Changed	Attribute Changed	Attribute Changed
Attribute Changed	Needs Attention	Needs Attention
Attribute Changed	Moved	Moved
Needs Attention	Normal	Suspect
Needs Attention	New	Not Valid
Needs Attention	Missing	Missing
Needs Attention	Offline	Offline
Needs Attention	Broken	Broken
Needs Attention	Attribute Changed	Needs Attention
Needs Attention	Needs Attention	Needs Attention
Needs Attention	Moved	Moved
Suspect	Normal	Suspect
Suspect	New	Not Valid